



## Year 2 DT Curriculum Map

<b>Mechanisms</b>		<b>Textiles</b>	
<b>Lesson 1</b>	<b>LO:</b> To understand how to create simple mechanisms <b>Theme:</b> Explore a range of sliders and levers	<b>Lesson 1</b>	<b>LO:</b> To explore a range of mixed material products <b>Theme:</b> To explore a range of existing products
<b>Lesson 2</b>	<b>LO:</b> To describe the properties of different materials <b>Theme:</b> Investigate the properties of everyday materials/To explore a range of materials to make design decision.	<b>Lesson 2</b>	<b>LO:</b> To explore and evaluate products with moving parts. <b>Theme:</b> To work confidently within a chosen context
<b>Lesson 3</b>	<b>LO:</b> To investigate and evaluate cards that include a variety of mechanisms and moving parts <b>Theme:</b> Investigate and evaluate cards with moving parts	<b>Lesson 3</b>	<b>LO:</b> To discover a range of joining techniques for our puppet <b>Theme:</b> To experiment with different joining techniques
<b>Lesson 4</b>	<b>LO:</b> To generate design ideas and use skills for a congratulations card <b>Theme:</b> To generate design ideas for a congratulations card/ To use skills from art and design to decorate your congratulations card	<b>Lesson 4</b>	<b>LO:</b> To generate a final design for our puppet <b>Theme:</b> To create a final design idea/To explore finishing techniques
<b>Lesson 5</b>	<b>LO:</b> To create and evaluate a mechanism within the congratulations card <b>Theme:</b> To apply a chosen mechanism to a celebration card/To evaluate your congratulations card	<b>Lesson 5</b>	<b>LO:</b> To make the final product, applying learnt skills and techniques <b>Theme:</b> To make a final puppet product/To evaluate your puppet making simple judgements